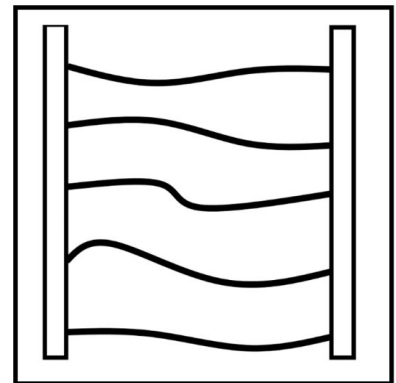# On the Subject of Wires

We couldn't make a bomb defusal game without adding wires. Like, seriously.

There can be **3-5** wires on a wire module.

Only **one wire** must be cut to disarm the module.

The more wires present, the more complicated it gets. However this module is considered as an **easy** module.

All wires from first to last position are identified from **top to bottom.**

---

3 wires:
- If there are no red wires, cut the first wire.
- If there is a white wire, cut the second wire.
- If there is a blue wire, cut the last wire.

4 wires:
- If there are no green wires, cut the first wire.
- Otherwise, if there are no blue wires, cut the second wire.
- Otherwise, if there are no white wires, cut the third wire.
- If none of the above apply, cut the last wire.

5 wires:
- If the color of the light above the module is red, cut the first wire.
- Otherwise, if the light is green, cut the second wire.
- Otherwise, if the light is blue, cut the third wire.
- Otherwise, if the light is yellow, cut the fourth wire.
- If none of the above apply, cut the last wire.

Module Difficulty: Easy
Wires

On the Subject of the Button

That big suspicious button is 100% safe!

The color and text on the button can **vary.**

The button must be pushed a certain number of times
before moving on to Step 2.

This module is an **easy** module.

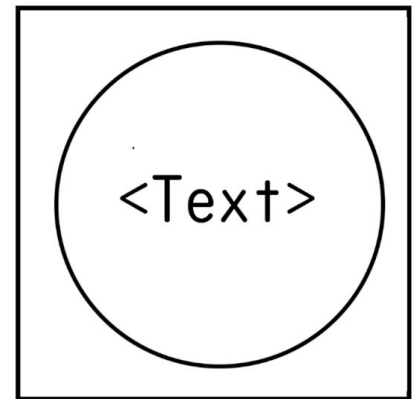Follow the rules **in the order they are listed** and perform the **first action that applies.**

Step 1:

1. If the button is blue and it says 'Detonate', click the button.
2. If the button is red, click the button twice.
3. If the button says 'Abort', click the button 3 times.
4. If the button is grey or white, click the button 4 times.

After completing the above, refer to **Step 2 below.**

Step 2:

1. If the button was clicked twice or less, press down arrow.
2. If not, press up arrow.

Module Difficulty: Easy
Button

On the Subject of Hexadecimal

Just a few letters and numbers. And a bomb. Whatever.

There is a display showing **four pairs** of **two characters.**

Each pair of characters must be translated into a **single lowercase letter.**

The letters **must not be separated** before submitting your answer.

This is an **easy** module.

Refer to the table below to translate the pairs of characters.

		Hex		
a	61		n	6E
b	62		o	6F
c	63		p	70
d	64		q	71
e	65		r	72
f	66		s	73
g	67		t	74
h	68		u	75
i	69		v	76
j	6A		w	77
k	6B		x	78
l	6C		y	79
m	6D	Table	z	7A

Module Difficulty: Easy
Hexadecimal

On the Subject of Keypads

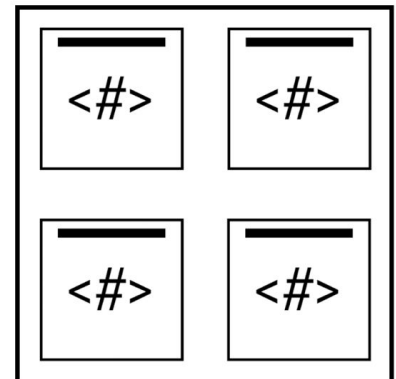*This module eliminates anyone who can't do simple algebra.*

There are four buttons with a number label on each one.

All four buttons must be **pressed** in the **correct order** to disarm this module. Pressing them in the **wrong order will strike you.**

This is a **hard** module.

Go through each button **one by one** to get your first answer.

Please take note of the number referred to as **X.**

Button 1:
- If the button's label is under 10, **X** is 15.
- Otherwise, if the label is between 10 and 20, **X** is 20.
- Otherwise, if the label is between 20 and 80, **X** is 30.
- If none of the above apply, **X** is 10.

Button 2:
- If the label is under 10, add 10 to **X.**
- Otherwise, if the label is between 10 and 20, double **X.**
- Otherwise, if the label is between 20 and 80, triple **X.**
- If none of the above apply, subtract 10 from **X.**

Button 3:
- If the label is under 10, double **X.**
- Otherwise, if the label is between 10 and 20, triple **X.**
- Otherwise, if the label is between 20 and 80, subtract 5 from **X.**
- If none of the above apply, leave **X** the same and move on to the next step.

Button 4:

- If the label is under 10, double **X.**
- Otherwise, if the label is between 10 and 20, add 20 to **X.**
- Otherwise, if the label is between 20 and 80, add 50 to **X.**
- If none of the above apply, triple **X.**

Now write down X as you will use it soon.

Attention!

- **Before concluding,** take **all the label values** written down on the keypad buttons and add them up. This value is **Y.**

- **Divide Y by 2.**

- **Subtract Y from X. (X-Y) The answer is Z.**

Now follow the rules below in order to see which order to press the buttons. The **numbers** on the pictures below refer to the **order you press** the buttons.

- If **Z** is 0 or less, refer to **picture 1.**
- If **Z** is from 0.5 to 19.5, refer to **picture 2.**
- If **Z** is from 20 to 49.5, refer to **picture 3.**
- If **Z** is from 50 to 89.5, refer to **picture 4.**
- If **Z** is 90 or more, refer to **picture 5.**

1	2
3	4

1	2
4	3

4	3
2	1

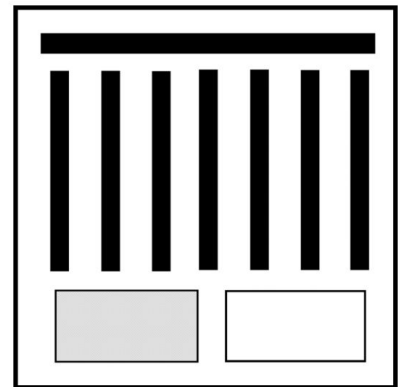| 2	4
1	3

3	1
2	4

Module Difficulty: Hard
Keypad

On the Subject of Binary

If 0s and 1s make up all code, then why shouldn't they make up this module?

There are **7 strips** of either **lit** or **unlit** indicators.
(**Excluding the horizontal light on the top**)

Decipher them in order to know how many times the **red button** must be clicked **before** clicking the **green button to submit.**

Lit indicators are called 1s, unlit indicators are called 0s.

Read the following rules **ONE BY ONE** from **TOP TO BOTTOM** and follow the **first one which fits.**

This is a **medium** module.

1. If there are **no lit indicators,** click red once.
2. If **light 2 is a 1 and light 7 is a 0,** click red twice.
3. If **light 1 and 2 are both 1s,** click red three times.
4. If **light 1 is a 0 and light 7 is a 0,** click red four times.
5. If **lights 1, 2 and 3 are 1s,** click red five times.
6. If **lights 1, 2, 3 and 4 are 1s,** click red six times.
7. If **more than 3 lights are off,** click red seven times.
8. If **more than 5 lights are on,** click red eight times.
9. If **all the indicators are on,** click red nine times.
   -If **none of the above apply,** click red ten times.

Module Difficulty: Medium
Binary

On the Subject of Mathematics

Please, take out a calculator. Like, seriously.

The display shows **two pairs** of capital **letters.**

These letters **each** correspond to a **single digit** in a **two digit number.**

Decipher **both pairs** of numbers and **multiply them together** to get the answer.

This is an **easy** module.

Use the table below to translate the letters into numbers.

A	B	C	D	E	F	G	H	I	J
1	3	7	2	4	5	6	0	8	9

To translate, think of **one letter as one digit.**

Eg. Since 'A' is 1, then AA would be the number 11.

After translating **both pairs** of letters into numbers, **multiply both** of them together. Then write the answer in the **answer box** and press the **submit button.**

If the light on the right side turns **red,** the answer is **incorrect.**
If the light on the right side turns **green,** you have **successfully disarmed the module.**

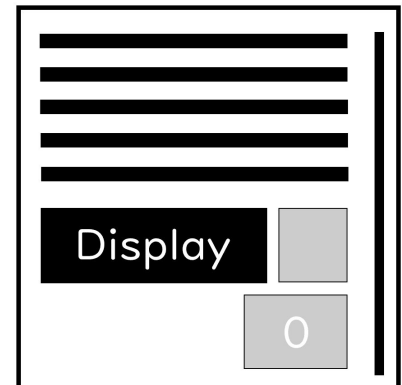# Module Difficulty: Easy Mathematics

On the Subject of Color Code

A bit tricky unless you know what you're doing..

The display shows a string of **5 letters.**

Each letter corresponds to a **color's initial.**
Each color corresponds to a **single number.**

Press the red button the **suitable amount** of times
before pressing the **green button to submit** and
disarm the module.

Below are the numbers corresponding to the **light colors.**

Red	Green	Blue	Yellow	White
0	0	1	2	3

Below are the numbers corresponding to the **display letters.**

R	G	B	Y	W
1	3	2	3	4

- **Add** up the numbers you get for **display letters.** The answer is X.
- **Add** up the numbers you get for **light colors.** The answer is Y.

X minus Y is the amount of times the red button must be clicked.

<u>Attention!</u>
If the end number is 0, just submit without clicking the red button.
If the end number is a negative number, submit without clicking the
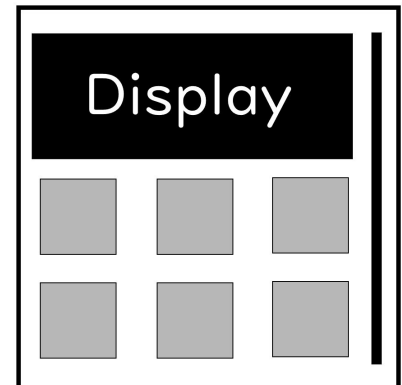red button.

Module Difficulty: Medium
Color Code

On the Subject of Multi Buttons

Woah, colours.

The display shows a random string of **6 numbers.**

Click **every single button once** in the **correct order** to disarm the module.

Go through **each of the following rules** to see **which button** to press first in **each column.**

Column 1:
- If the **1st number** is under 6, **click red.**
- If not, **click orange.**

Column 2:
- If the **2nd number** is under 6, **click yellow.**
- If not, **click green.**

Column 3:
- If the **3rd number** is under 6, **click blue.**
- If not, **click purple.**

Follow the next few steps to see **which order** the remaining **3 buttons** in **each column** must be pressed. **Follow the written order.**

- If the 4th number is under 7, click the remaining buttons in first the 2nd, 3rd, then 1st column.
- If the 5th number is under 7, click the remaining buttons in first the 3rd, 2nd, then 1st column.
- If the 6th number is over 5, click all of the remaining buttons from left to right.
- If none apply, click the remaining buttons in the 1st, 3rd then 2nd column.
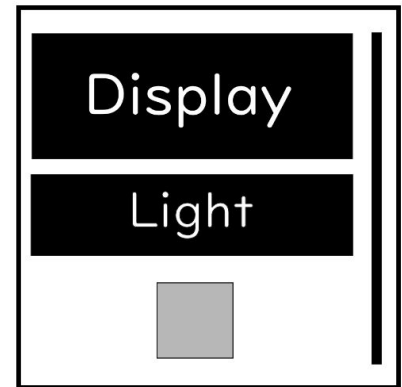
Module Difficulty: Medium

Multi Buttons

On the Subject of Timing

Basically a cursed version of Mathematics.

The display shows **2 pairs of numbers and letters.**

Click the **green button** when the **light** is **displaying the correct color** to disarm the module.

*Keep reading to find **when** the button should be pressed.*

- **Add the first digit of the pair of numbers to the second. This value is X.**
- **Translate the pair of letters into numbers using the table below.**

A	B	C	D
4	3	7	9

- **After translating, add both the digits of the second pair together. This value is Y.**
- **Multiply X by Y to get Z.**
- **Z matches a colour. Refer to the table to find the correct color.**
  (Z top row, Color bottom row) (The dash symbol means "to")

0-59	60-99	100-199	200-299	300-399	400-499	500-599	600+
White	Red	Yellow	Green	Blue	Yellow	Red	White

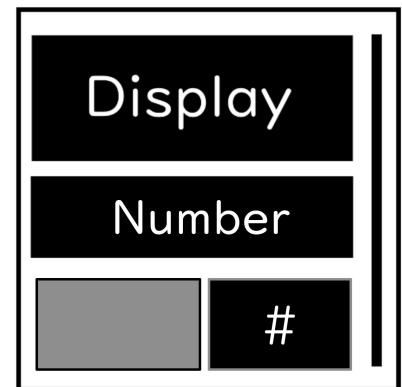# Module Difficulty: Medium
Timing

Needy Module: Echo

That moment when the defuser has something to do.

Copy the number written on the **topmost display** into the **textbox in the middle.**

Press the **green button to submit.**

Needy modules can only be disarmed temporarily, and will reactivate after a random amount of time. They beep when they are activated.

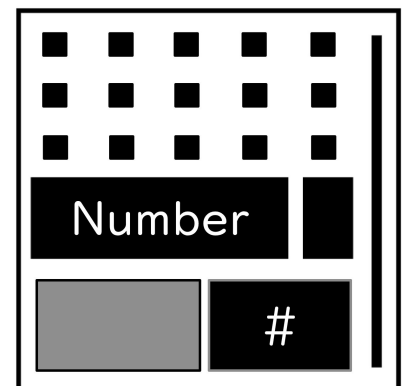# Needy Difficulty: Easy
Echo

Needy Module: Counting

I hope you can count. (and see)

Check if the rectangle **above the module's timer** is **lit or unlit.**

If it is **lit,** count the number of **small lit lights,** and enter the answer **as a number** into the **textbox in the middle.** If it is **unlit,** count the number of **small unlit lights** and do the same.

Press the **green button to submit.**

Needy modules can only be disarmed temporarily, and will reactivate after a random amount of time. They beep when they are activated.
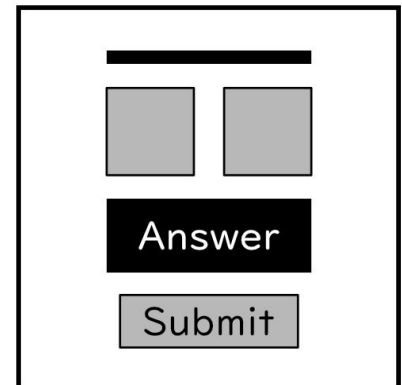
Needy Difficulty: Easy
Counting

On the Subject of Tiles

Hold on, this module kinda looks like a face.

There are **2 tiles** both **randomly colored.**

Enter the **correct answer into the text box** and **press submit to disarm the module.**

The following will explain how to get the correct answer.

- **Every color** corresponds to a **number.**
- Convert **both tile colors** into **numbers** using the table below.

Red	Green	Blue	Yellow	Pink	White
1	9	7	2	6	5

- After converting, **add** both numbers together. *(Eg. 2+2=4)*
- Enter the answer into the text box under the tiles.
- Press the button labelled "Submit".

Upon pressing the submit button, the light above the two tiles will turn either red or green.

If the light is green, the module has been successfully disarmed.

If the light is red, the answer in the text box is incorrect. Redo the module to try to get the correct answer.
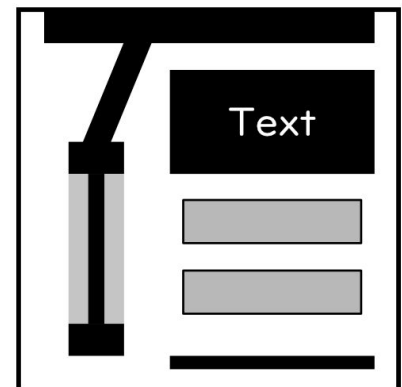
Module Difficulty: Easy
Tiles

On the Subject of Morse Code

Oh yeah. Look at you, translating morse code.

There is a **light,** a **text box,** and **2 buttons.**

Enter the **correct word** into the **text box** and **press** the **correct button** to disarm the module.

- The **light** on the **left** will flash a **5 letter word** in morse code.
- **Use the table below to translate morse code into letters.**

One unit is equal to about 0.3 seconds.

After the word finishes being shown, it will repeat after a space of 7 units.

Refer to the next page to see which button to press.

International Morse Code

1. The length of a dot is one unit.
2. A dash is three units.
3. The space between parts of the same letter is one unit.
4. The space between letters is three units.
5. The space between words is seven units.

A ● ▬
B ▬ ● ● ●
C ▬ ● ▬ ●
D ▬ ● ●
E ●
F ● ● ▬ ●
G ▬ ▬ ●
H ● ● ● ●
I ● ●
J ● ▬ ▬ ▬
K ▬ ● ▬
L ● ▬ ● ●
M ▬ ▬
N ▬ ●
O ▬ ▬ ▬
P ● ▬ ▬ ●
Q ▬ ▬ ● ▬
R ● ▬ ●
S ● ● ●
T ▬

U ● ● ▬
V ● ● ● ▬
W ● ▬ ▬
X ▬ ● ● ▬
Y ▬ ● ▬ ▬
Z ▬ ▬ ● ●

1 ● ▬ ▬ ▬ ▬
2 ● ● ▬ ▬ ▬
3 ● ● ● ▬ ▬
4 ● ● ● ● ▬
5 ● ● ● ● ●
6 ▬ ● ● ● ●
7 ▬ ▬ ● ● ●
8 ▬ ▬ ▬ ● ●
9 ▬ ▬ ▬ ▬ ●
0 ▬ ▬ ▬ ▬ ▬

Use the table below to get which button you should press to disarm the module.

Refer to the serial number on the bomb for the following table.
Read the table from left to right and click the corresponding button if the condition is met.
The serial number is a string of 6 characters and can be found on the edges of the bomb. It is most commonly found on the top.

If Serial Number has a:	letter A	number 6	letter D	number 8	letter I	number 1
Then click:	Yellow	Blue	Blue	Blue	Yellow	Yellow

If none of the above apply, click Blue.

Module Difficulty: Extreme
Morse Code

Needy Module: Interview

Where's your suit!?

The topmost display will ask you a question. Type the answer in the text box below and press the **green button to submit.**

Needy modules can only be disarmed temporarily, and will reactivate after a random amount of time. They beep when they are activated.

Needy Difficulty: Easy Interview